



CALL FOR PAPERS
2ND IRCVM
INTERNATIONAL CONGRESS

DIGITIZING THE MIDDLE AGES

BARCELONA
5-7 OCTOBER 2022

The **IRCVM**, the Institute for Research on Medieval Cultures of the University of Barcelona, organises its second congress entitled ***Digitizing the Middle Ages***. This congress will be held at the Faculties of Philology and Geography & History of the University of Barcelona from 5 to 7 October 2022. The congress will be structured following five main strands:

STRAND 1: From Spatial Turn to Deep Mapping: The Value of Territorialisation

STRAND 2: The Challenge of the Third Dimension: Research and Dissemination

STRAND 3: From Documents to Data Mining: Data Management and Research

STRAND 4: Gamification as a Dissemination and Teaching Tool

STRAND 5: Historical Networks and Social Media

We invite scholars from a range of disciplines, including, among others, history, philology, art history, philosophy, and archaeology to submit proposals for 20-minute papers. Please send your abstracts (1,000 characters maximum) to congres.ircvm@ub.edu by **Sunday, 28 February 2022** indicating the strand you'd like to be considered for. Selected papers will be published in a peer-reviewed volume.

Please do not hesitate to contact the organising team for any questions you may have at congres.ircvm@ub.edu.

DIGITIZING THE MIDDLE AGES

Digital tools have become essential for research in the Humanities: databases, digitization, historical mapping with georeferencing systems (GIS), and virtual recreation of spaces are just a few examples of the wide range of possibilities now available to us. This situation exponentially multiplies the options for research, knowledge transfer, and dissemination. However, from the perspective of the Humanities, it also calls for some epistemological reflection. The purpose of the 2nd *IRCVM International Congress* is none other than to build a space for debate on the opportunities but also on the risks and challenges posed by the application of Digital Humanities to the study of the medieval world. Perfecting technological tools for the preservation of historical heritage only makes sense if these can help us both understand the value of this legacy and look at our present with a discerning eye.

STRAND 1: From Spatial Turn to Deep Mapping: The Value of Territorialisation

The so-called *spatial turn* has reinvigorated interest in the notions of territory and landscape understood as the physical and dynamic basis on which historical events take place. The ease of access to digital cartography and its capacity to integrate complexity have become useful for medievalists. In addition, the generalisation of GIS tools and the development of new three-dimensional and algorithmic analysis techniques have made it possible to obtain results that go beyond the mere cartographic representation, turning the territory into a true source for historical research.

STRAND 2: The Challenge of the Third Dimension: Research and Dissemination

The emergence of tools that facilitate 3D renderings of historical and archaeological objects and structures has become a driving force for research, not only because of its usefulness for the dissemination of results, but also because of the interest it arouses as part of the research process itself. The proliferation of software that enables the production of three-dimensional objects, as well as the appearance of increasingly reliable 3D printers, has made the third dimension a necessary challenge for researchers looking into the medieval world.

STRAND 3: From Documents to Data Mining: Data Management and Research

Traditionally, historical research is based on a set of written documents, whose volume depends on the work capacity of each researcher. This has now been completely superseded by automated reading techniques and by the considerable management capacity of mark-up systems linked to data science. Through data mining, we are now able to analyse huge volumes of information and extract results that traditional research would never have imagined.

STRAND 4: Gamification as a Dissemination and Teaching Tool

Playing has always been a good way to learn, ranging from symbolic child's play to adult's board games, jigsaw puzzles and solitaires. Digital tools allow us to develop much more complex games where we can simulate present situations, recreate past realities, and invent future scenarios. Given that medieval environments hold a strong attraction for all kinds of audiences, this provides us with an excellent opportunity to turn games into educational and dissemination tools with infinite possibilities.

STRAND 5: Historical networks and Social Media

Social media are proliferating worldwide, but they are by no means a twenty-first-century development. The success of these tools is largely due to the fact that they facilitate and extend the scope of a basic mechanism for human relations that has been in operation for many centuries, social networks. The digital analysis of historical networks of power and influence, of intellectual, spiritual, literary, material, prosopographic, and geospatial networks in the Middle Ages combines with the potential of current digital networks to exponentially increase the impact of our research and the possibilities of collaboration between researchers.

Scientific committee

Thomas Aigner (ICARUS, St. Pölten Diocesan Archives)

Anna Alberni (IRCVM, Universitat de Barcelona)

Lola Badia (IRCVM, Universitat de Barcelona)

Giulia Bordi (Università degli Studi Roma Tre)

Maria João Branco (IEM, Universidade Nova de Lisboa)

Juan F. Castro (Incipit, CSIC)

Lluís Cifuentes (IRCVM, Universitat de Barcelona)

Gemma Colesanti (CNR, Nápoles)

Blanca Garí (IRCVM, Universitat de Barcelona)

Josep Lladós (CVC, Universitat Autònoma de Barcelona)

José M. Lucía Megías (Universidad Complutense de Madrid)

Carles Mancho (IRCVM, Universitat de Barcelona)

Salvatore Marino (IRCVM, Universitat de Barcelona)

Victor Millet (Universidade de Santiago de Compostela)

Daniel Piñol (IRCVM, Universitat de Barcelona)

Mercè Puig (IRCVM, Universitat de Barcelona)

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Head: Meritxell Simó (IRCVM, Universitat de Barcelona)

M. Reina Bastardas (IRCVM, Universitat de Barcelona)

Meritxell Blasco (IRCVM, Universitat de Barcelona)

Antoni Conejo (IRCVM, Universitat de Barcelona)

Xavier Costa (IRCVM, Universitat de Barcelona)

Joan Dalmasas (IRCVM, Universitat de Barcelona)

Delfi I. Nieto-Isabel (IRCVM, Universitat de Barcelona)

Marta Sancho (IRCVM, Universitat de Barcelona)

Jordi Saura (IRCVM, Universitat de Barcelona)

Maria Soler (IRCVM, Universitat de Barcelona)

Fees

Standard registration fee: €90

Student / Retired / Unwaged: €45

IRCVM and ARDIT members: €20



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Cultures Medievales
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